

Department of Education Region III DIVISION OF ANGELES CITY

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PAGE 1/12

October 6, 2017

DIVISION MEMORANDUM No.370S. 2017

To:

Elementary and Secondary School Heads/OICs

Education Program Supervisors Public Schools District Supervisors

From:

Office of the Schools Division Superintendent

Subject:

2017 Division Mathematics Festival of Talents

Date:

October 13, 2017

1. The 2017 Division Mathematics Festival of Talents will be held at the Clemente N. Dayrit Elementary School (CLEMENDES), Angeles City on October 13, 2017.

2. The Festival aims to:

- a. provide students the opportunity to hasten their problem solving skills on the different contents in mathematics;
- b. develop teachers creativity in constructing improvised teaching and learning materials;
- c. develop critical and analytical thinking;
- d. produce mathematically inclined students who will represent the Division in the Regional Mathematics Competition; and
- e. instill the values of camaraderie, teamwork, creativity and love.
- 3. The contest- categories are Math Quiz, Sudoku, Math Trail, Rubik's Cube for students, and SIM for teachers.
- 4. Participants to this festival are the contestants of each category, coaches and in-charged of the different events.
- 5. Travel expenses, meals, snacks for participants, coaches, shall be charged to the School MOOE / Local Funds subject to the usual accounting and auditing rules and regulations.
- 6. Attached are the different contest mechanics.
- 7. Immediate dissemination of this Memorandum is desired.

LEILANI S. CUNANAN, CESO VI
Officer-In-Charge
Office of the Schools Division Superintendent

Mechanics

Math Trail

- 1. All four members (1 per grade level) of the team must be in their classified school uniform and must wear their IDs at all time for easy identification. Only ballpen or sign pen is allowed to be used in solving all the contest problems.
- 2. Borrowing or lending of calculators between or among teams is strictly prohibited and is a ground for automatic disqualification.
- 3. Coaches or teachers are not allowed to enter the contest area so as not to disrupt the conduct of the contest.
- 4. Bringing or using of mobile phone, MP3/4, Ipod or any gadgets for that matter is not allowed during the competition. Each team is required to bring measuring devices.
- 5. The competition is composed of 7 checkpoints or stops, that is, stations containing different data or important information needed to answer a particular problem. Every team must get whatever data/ information that each station may provide or suggest.
- 6. The competition is good for one and half hour, inclusive of the gathering data and answering of the contest problems.
- Initially, all teams will be assigned to go to a designated checkpoint/stop, after which the teams can freely proceed to any checkpoints of their preference to gather data/information.
- 8. Every team must read the instructions carefully about what ought to be done in every checkpoint. After gathering all the available or needed data from the 7 stations/checkpoints, the team must proceed to the problem solving area and get the contest problems and the answer sheets from the proctor. Look for an available area in this problem solving area and solve the problems using the data gathered.
- 9. Each team is allowed to stay in every checkpoint for only five (5) minutes to gather the data and other pertinent information. The designated proctor will announce the starting and ending time for the team to be in a particular station. Staying in a checkpoint more than the allowed time will mean points against the overstayed team.
- 10. There should be no more than three (3) teams allowed to be in one checkpoint and there should be no two teams to crowd in one contest material to gather data/information. In the event a team has finished gathering data before the allotted time, then it can go to another vacant checkpoint. If no checkpoint is available then the said team has to wait until the any team leaves or moves out from the checkpoint.
- 11. No member of the team is allowed to mark, erase, deface, tear, crease, add or alter any figures, arrangements, lines, positions of any materials placed for the purpose of measurement. Any member of the team who is caught violating this rule means disqualification of the whole team.
- 12. In any event a situation arises not covered by any rules or mechanics of this contest, it will be referred to the members of Contest Committee for their judgment and pronouncement. The decision of the Board of Judges is final.

Rubik's Cube

Rubik's cube is a toy in the shape of a cube with nine squares on each side, each side with different color. The game is to mix up the colors then put them back in order. The puzzle is considered solved when each face of the cube shows a solid color.

Rubik's cube is a mechanical puzzle invented by a Hungarian sculptor and professor of architecture ERNO RUBIK. Originally called the Magic Cube by its inventor, this puzzle was renamed Rubik's Cube by Ideal Toys in 1980 and won special award for Best Puzzle.

General Mechanics

- 1. Registered contestants are required to bring a 3x3 regular Rubik's Cube during the competition.
- 2. There will be separate set of winners for each grade level.
- 3. The top 3 contestants from each grade level will be recognized as winners.

Contest Proper

- 1. The Rubik's Cube competition has three (3) level rounds.
- 2. In each round, contestants are given 15 seconds to inspect the Rubik's of the other participant.
- 3. For Round 1, the contestants will solve one (1) Rubik's Cube puzzle rearranged by the opponent.
- 4. The time starts immediately after the contest administrator announces the "GO" signal. The time stops when the contestant had completely solved the puzzle (it is said to be solved after putting it back in proper order, each face will have only one color) and had raised their hands. The participant who finish assembling the Rubik's Cube should tap the watch to record the amount of time he/she consumed.
- 5. An official timer will be assigned to monitor each contestant's speed in solving the Rubik's Cube puzzle.
- 6. The time of each contestant will be recorded. All the contestants will be ranked according to least time consumed.
- 7. In Round 2, the contestants will solve two (2) Rubik's Cube. In this round, the contestants will be given the chance to rearrange the cubes of their competitors. (Ex. The 2nd qualifier will rearrange the Rubik's cubes to be solved by the 1st qualifier, the 3rd qualifier will rearrange the Rubik's cubes to be solved by the 2nd qualifier and so on..) The time consumed by each contestant in solving the Rubik's Cube puzzle will be recorded. Contestants will be ranked according to the amount of time they consumed.
- 8. In the FINAL Round, the contestants will be using three (3) Rubik's Cube. One by one, they will solve the cubes rearranged by the opponent. They will be ranked according to least time consumed. The TOP THREE (3) contestants will be recognized as WINNERS 1st, 2nd, 3rd Placers.
- 9. In any round, if at least one part of the cube used by any contestant will be displaced from the cube accidentally, the contestant will still be allowed to fix and continue solving the puzzle, given that his time will also continue. However, the contestant is no longer allowed to continue if he/she happened to place down the Rubik's cube before the puzzle was solved.
- 10. For any reason, the contestants will be allowed to perform corner twists but not in a successive manner.
- 11. In case of a tie, the contestants will solve one (1) Rubik's Cube puzzle rearranged by the facilitators. The fastest Rubik's Cube solver prevails.

Strategic Intervention Materials

01.00	vention indecinals
DIRECTION: Rate the materials 1-5 in the bla	anks provided, with 5 as a high score
5- Outstanding	3 – Satisfactory
4- Very Satisfactory	2 – Less Satisfactory
	1 – Unsatisfactory
CONTENT	
Aligns with curriculum and standards, ar examples	nd is current, valid and reliable, with real-world
Is age appropriate and is designed to me various skills levels	eet the needs of individual learners from
Is in-depth and enhances conceptual until thinking skills	derstanding and engages higher order of
Is free from bias	
Promotes manipulation of data and digit responsibility for learning	al information, and encourages personal
EQUITY AND ACCESSIBILITY	
Materials are durable, easily stored, tran	sported and are universally accessible
Materials are easily updated and are adaresources of the school	aptable and customizable to match the
Materials work properly without purchase	e of additional components
Materials can be used by all students wit assistance	thout extensive supervision or special
Materials meet the requirements of feder standards	ral and state laws and accepted technical
ASSESSMENT	
There is an observable performance that can be used to measure student engagement	t is relevant to real world experience and that
Assessment methods are appropriate and	d suited to the learning objectives
Assessment is suited to goals and studer learned	nt ability and easily assesses what has been
The materials keep an on-going record of full access to individual student monitoring of grades	of students' progress and allows the teacher activities, assignments, assessments, and
There are pre and post assessments, and prescriptive guides for remediation are provid	d positive, meaningful feedback and led
ORGANIZATION AND PRESENTATION	
Content and directions are clear and und and trivial information	derstandable and distinguish between important

_Materials are easy to navigate through

Requirements for the instructors are clearly stated	PAGE 5/12
There are provisions for the practice of old and new skills, and for stude and exit materials easily	nts to enter
Materials are interactive and provide high quality sensory experiences for	or all users
INSTRUCTIONAL DESIGN AND SUPPORT	
The delivery method is used appropriately and successfully engages the	student
Technical procedures, such as installation and setup are easy and error	
Technical specifications and limitations are adequately described and no	
Adequate professional development is provided, with reasonable time ar opportunities	
Assistance is readily available at any point in the website and many suppresources are available	olemental
TOTAL SCORE	

Sudoku

1. The Sudoku contest is composed of three (3) rounds. The participants are given 30 minutes each round to answer 3 puzzles which come in different variants.

The puzzles may come from any of the following: Standard, Killer, Easy as ABC, Diagonal, Frame, Even, Addoku, Outside, Wordoku, Center Dot, Consecutive, Irregular, Sudoku 3 Mixed, Shujiken, Odd, Tricky Tridoku, Number Crunching, Triple Multi Loco, and Samurai Variations.

- 2. The points per puzzle is 1 to 9 points each depending on the level of difficulty and bonus points shall be computed and considered at the end of the three rounds. Any puzzler in any category who finishes answering correctly all the puzzles before the allotted time get corresponding bonus points.
- 3. In determining the top scorers of each grade level, the sum of the scores in every round of each participant shall be added and ranked accordingly. ONLY the participant from grades 1 to 10 with the total HIGHEST points shall represent the Division in the Regional Finals.
- 4. In case of a tie, the technical committee will provide a fair and just scheme to break it.
- 5. The technical committee reserves the right to change or improve any part of the mechanics of the contest without prior notice to the participants for as long as the change/s will not affect the purpose or objective of the contest.
- 6. In the event a situation arises not covered by any rules or mechanics of this contest, the members of the Technical Committee shall determine the final judgment and pronouncement.
- 7. The decision of the Board of Judges is final and irrevocable.

Math Quiz

- 1. The test is administered simultaneously otherwise done in parallel depending on the availability of rooms
- 2. The participants on this contest are grades 1-10 who won the over-all champion in the division elimination.
- 3. This test is composed of 25 items to assess the word problems solving skills of the students.
- 4. One hour is allocated for each test
- 5. Writing the correct answer shall be the basis of giving points

Easy = 1 point

Average = 3 point

Difficult = 5 point

Mathematics Festival of Talents 2017

October 13, 2017, 7:00 am Dr. Clemente N. Dayrit Sr. Elementary School

Schedule of Events

Time	Activity	Venue	Person/s In-charge
7:00 am – 8:00 am	Registration	Covered Court	CLEMENDES Teachers
8:00 am - 9:00 am	Opening Program	Covered Court	West District Coordinator
9:00 am - 9:30 am	Briefing for Proctors and	Covered Court	EPS-Math/District
	Distribution of Materials		Coordinators
9:30 am - 12:00 nn		Contest Proper	
	Math Quiz	Gr. 1-3 – BLSB Building Gr. 4-6 – ESF Building, 1 st floor Gr. 7-10 - ESF Building, 2 nd floor	Chairman: Ms. Trimie Lacsina Members: Leonida B. Ramos
		- 4-	Caryl Lissette A. Reyes
	SODOKU	Elem-USAID Building, 2 nd Floor HS – ESF Building, 2 nd Floor	Chairman: Ms. Jenny De Lena Members: Jocelyn M. Icmat Arcely L. Sabandal
	RUBIKS	Elem— USAID Building, 2 nd Floor HS — ESF Building, 2 nd Floor	Chairman: Ms. Thess Ubaldo Members: Sarah D. Ramos Maryann C. Anastacio
	SIM	School Learning Resource Center	Chairman: Normita B. Pineda Members: Carmela B. Dimacali
1:00 pm – 3:00 pm	Awarding of Winners	Covered Court	Ms. Esperanza Malang, EPS- Math/District Coordinators

PROGRAM

I. National Anthem: SRES Angklung

II. DOXOLOGY: CLEMENDES Indayog ng Kalikasan

III. DepEd Angeles Hymn: SRES Angklung

IV: Welcome Remarks: Nenita H. Jorquia, Principal II, CLEMENDES V. Opening Remarks: Ma. Esperanza S. Malang, EPS I in Mathematics

VI. Inspirational Message: Leilanie S. Cunanan, CESO VI

Officer-in-charge

Office of the Schools Division Superintendent

VII. Intermission: CLEMENDES Indayog ng Kalikasan VIII. Presentation of Participants: Marites Ubaldo

West District Math Coordinator

IX. Intermission Number: ACSCI Performing Arts X. Activity and Contest Venues: Normita B. Pineda

North District Math Coordinator

XI. Contest Proper

XII. Intermission: AC Senior High School-Math Hataw

XI. Awarding

Master of Ceremonies: Ma. Theresa N. Reves

ELEMENTARY

WORKING COMMITTEES

Chairman: Normita B. Pineda (North)

Program and Invitation: Marites Ubaldo (West) Certificates and Medals: Jenny S. De Lena (South)

Physical, Food and Token for Visitors: CLEMENDES (North) Registration and Documentation: Trimie Lacsina (East)

PROCTORS (4 for each contest room, 1 from each District)

Math Quiz

Grade Level	North	East	West	South
1	Julieta G. Dela Cruz - VDRES	GLORIA D. LACSINA - PULUNGBULU ES	ALDRIN S. RAFAEL	Princess R. Fernandez
1	Melinda Buenaventura-SALES	MARIA LUISA P. GARCIA - PINEDA- GUTIERREZ ES	GARCIA - PINEDA-	
2	Maribeth Rivera – ERES	MARLYN M. SANCHEZ - NORTHVILLE 15 IS	LESLIE MENDDOZA	Jhelene A. Suarez
2	Rachelle Panlaqui – MBES	RACHEL T. ALIMURONG - MINING ES	MARITES L. UBALDO	Anna Lyn P. Tulio
3	Rose Joy Diaz – SMES	JENALYN S. MESINA - JOSE P. DIZON ES		Katherine Anne Duenas
3	Mary Grace Lacsina – SPES	BEVERLIZA RAMOS - G.R.L. LAZATIN IS	LORENA MALLARI	Maria Cyril Melody H. Layug
4	Laarne F. Andes – SPES	RICHA G. MANZON - ENRICA SANDICO ES	SHEILE ROSE G. CLAUNA	Victonette Nunag
4	Maricel Y. Espinola – ERES	MARICRIS M. GAPAL - DON AMBROCIO MENDIOLA ES	NATIVIDAD M. GOMEZ	Aimee Berana
5	Ralph Matthew Mercado- PCES	GEMMA M. PAGARIGAN - CUTUD ES	RUTYARD PRESTER D. MENDEZ	Mary Ann Valencia
5	Roselle Panlilio - TPTES	JOAN M. MANALANG - BELEN HOMESITE ES	AILEEN A. NARCISO	Ma. Fatima Masin
6	Rhey Lopez - MBES	LORNA P. VERRY -AES	DAISY R. DIMABUYU	Arcelie L. Sabandal
6	Catherine Guzman - CLEMENDES	CARYL LISSETTE A. REYES - ABELARDO G. TINIO ES	LUZVIMIN B. LOPEZ	Jomarie L. Sarmiento

SUDOKU

ROOM	North	East	West	South
1	Edithaldine Dizon - PCES	ROSARIO C. MALLARI - AES	MABELLE L. HIZOLE	Gazelle R. Galola
2	Eduardo David – VDRES	MA. SUZETTE S. MALIG - AES	LORENA MALLARI	Neil M. Lansangar
3	Marites Tan – SALES	NENITA GUTIERREZ - AES		Meiller C. Sotto

RUBIKS

ROOM	North	East	West	South
1	Mary Jane David - SMES	ARLEEN D. JOVEN- SAN IGNACIO ES	EMERITA M. BACULI	Rosemarie L. Santos
2	Jaybee Basilio - TPTES	EMILY G. TAMAYO - SAPALIBUTAD ES	NATIVIDAD M. GOMEZ	Kurt Josef Mante
3	Sander Dancel - CLEMENDES	ROSELLE H. PASCUAL -STO. DOMINGO ES	DAISY R. DIMABUYO	Larry L. Miranda

MATHEMATICS FESTIVAL OF TALENTS 2017 COMMITTEE (HIGH SCHOOL)

Chairman	Jeferson D. Karagdag				
EVENT	GRADE LEVEL	SCHOOL	NUMBER OF TEACHER IN CHARGE	NAME OF TEACHER	
WATH QUIZBEE	GRADE 7	FGMNHS	2	Diezer Nerwin Demaano and Maria lourdes Reyes	
		ACNHS	2	Benmar Mariano and Lovelyn Bautista	
	GRADE 8	SBNHS	2	Fedemyr O. Morales and Laurence C. Dela Rosa	
		ICT	2	Camille David at Renan James A. Galang	
	GRADE 9	ACSCI	2	John A. Cayanan and Mylene G. Balagtas	
		ACNTS	2	Armina G. Panlilio and Mr. Ruben V. Resultay	
	GRADE 10	GRLLIS	2	Edward David and Jesson Ete	
		BVRHS	2	Krislene Ida N. Mercado and Jovita L Catacutan	
sodoku	1 REPRESENTATIVE PER SCHOOL	SCHOOL IN CHARGE	NUMBER OF TEACHER IN CHARGE	NAME OF TEACHER	
	COMMITTEE				
T	IMER/ RECORDER	MIS	1	. Kristine Abigail P. Quero	
	FACILITATOR	ACNHS	1	Karen Patawaran	
	CHECKER	AIS	1	Juliela Bynun	

RUBIK'S CUBE	PARTICIPANTS		NUMBER OF TEACHER IN CHARGE	NAME OF TEACHER
1	FGMNHS		1	Joana Bautista
2	ACNHS		1	William David
3	ACNTS		1	Emily Y. Tula
4	ACSCI		1	Karen Kristine Henso
5	Als		1	Juliela Bynun
6	BVRHS		1	Dan-Gil S. Sanchez
7	GRLLIS		1	Anne David
8	ICT		1	Liezel M. Pineda
9	MIS		1	Ardy D. Patawaran
10	NORTHVILLE15		1	Mary Grace L. Dizon
11	RLLMHS EXTENSION		1	April M. Laquian
12	RLLMHS MAIN		1	Arthur E. Oximina
13	SBNHS		1	Dianalyn C. Tubiera
	ONE REPRESENTATIVE PER SCHOOL			
MATUTDAN	PARTICIPANTS	COMMITTEE	NAME OF TEACHER	
MATH TRAIL	1 REPRESENTATIVE PER GRADE LEVEL	SHS TEACHERS (CHAIRMAN)	Vilma Blanca Panela & Cristian F. David	
	PARTICIPANTS		NAME OF TEACHER	
SIM	1 REPRESENTATIVE PER SCHOOL FACILITATORS	Rean L. Dungo & Frelyn C. Lozada		